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CAPCOM® VS. SNK 2 EO

INSTRUCTION BOOKLET

NINTENDO
GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

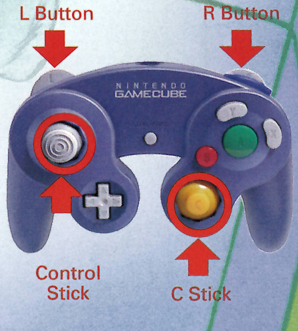
The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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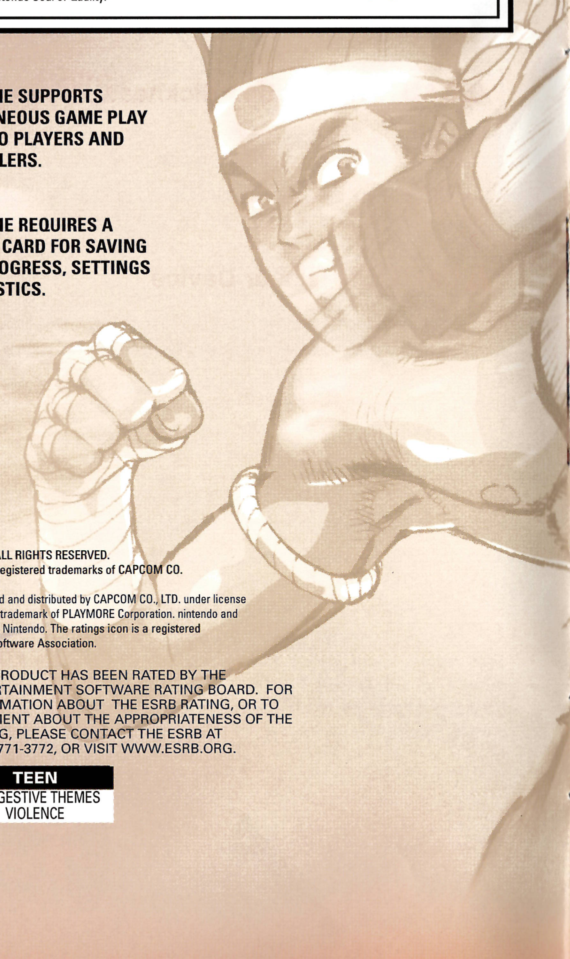

2 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

CAPCOM®

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TEEN
SUGGESTIVE THEMES
VIOLENCE

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$.99 per minute for 24-hr. pre-recorded information. $1.35 per minute for live Game Counselor assistance. From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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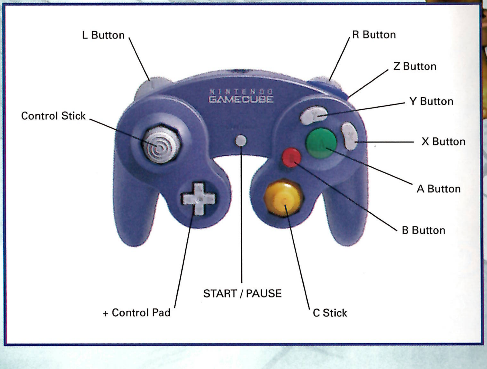
LOADING

1. Make sure the **POWER Button** is **OFF** on your Nintendo GameCube™.
2. Insert your **CAPCOM VS SNK™ 2 EO** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1.
4. To save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the **POWER Button ON**. (**IMPORTANT:** Make sure not to touch the Control Stick while doing so.)

BASIC CONTROLS

- The controls in this manual are default. You can change the default controls in Option Mode.
- This game is for 1 or 2 players. Attach controllers before you turn on the power.
- Hold the START/PAUSE + B + X BUTTONS for half a second to perform a soft reset and return to the Title screen.



GENERAL CONTROLS

START/PAUSE	Press mid-game to reveal the Pause menu
	Press on Player 2 controller mid-game to join in
Control Stick/Control Pad	Highlight menu options
A Button	Confirm menu selections
B Button	Cancel menu selections

GC-ISM (GameCube-ISM) CONTROLS

Easy Super Moves for Beginners

Control Stick/Control Pad (Auto Guard is always on)

➡	Move right	
⬅	Move left	
⬆	Jump up	Press lightly for low jumps
↖ or ↗	Jump forward or back	and firmly for high jumps
↙, ⬇, ↘	Crouch	
R Button	Punch (light, medium or hard press for 3 punch attack levels – LP, MP or HP)	
L Button	Kick (light, medium or hard press for 3 kick attack levels – LK, MK or HK)	
C Stick	Special moves (move depends on C STICK direction; move strength depends on C STICK angle)	
Z Button	Taunt	

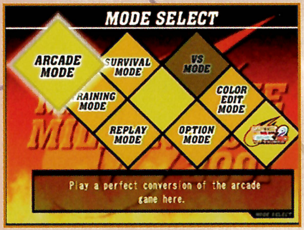
AC-ISM (Arcade-ISM) CONTROLS

Precision Controls for Experienced Players

Control Stick/Control Pad

➡	Move right
⬅	Move left/Upper block
⬆	Jump up
↖ or ↗	Jump forward or back (depending on facing direction)
⬇	Crouch
↙ or ↘	Defensive crouch (opposite facing direction)
B Button	Light Punch (LP)
A Button	Medium Punch (MP)
R Button	Hard Punch (HP)
X Button	Light Kick (LK)
Y Button	Medium Kick (MK)
L Button	Hard Kick (HK)
Z Button	Taunt

STARTING A GAME



Play a perfect conversion of the arcade game here.

Press START/PAUSE at the Title screen to display the Mode Select menu. To make your selections on the screen, use the CONTROL STICK/CONTROL PAD to highlight choices and press the A BUTTON to accept.

- Select a game mode. (See Game Modes on page 11.)
- Select a groove: GC-ISM or AC-ISM. Your controls will depend on the groove you choose.
- Select your character. The character's costume color depends on the button you press.
- Select a strength ratio (1, 2, 3 or 4 from a total of four Ratio Points) and then select the order of players. (In VS Mode Quick Select the character order is chosen for you.)

GAME SYSTEMS

ISM SYSTEM

Choose one of two ISMs, each with totally different controls, to match your fighting preference:

GC-ISM:	A control scheme based exclusively on the Nintendo GameCube™ controller. You can easily pull off super moves using just the CONTROL STICK. Auto Guard is always ON, although this makes your guard crash more vulnerable. For beginners.
AC-ISM:	Digital controls provide more accurate control, just like in the arcade version. For more experienced players.

WHICH ISM IS RIGHT FOR YOU?

Choose GC-ISM first to learn to master your moves. Then move up to AC-ISm for precision control!

GROOVE SYSTEM

You can choose from six different grooves, or fighting styles. Select the one that suits you best or try them all.

FREE RATIO SYSTEM

After choosing your character, you can decide how many Ratio Points the character gets. Ratio Points indicate a character's strength. You can spread up to four Ratio Points among four players.

GROOVE POINT SYSTEM

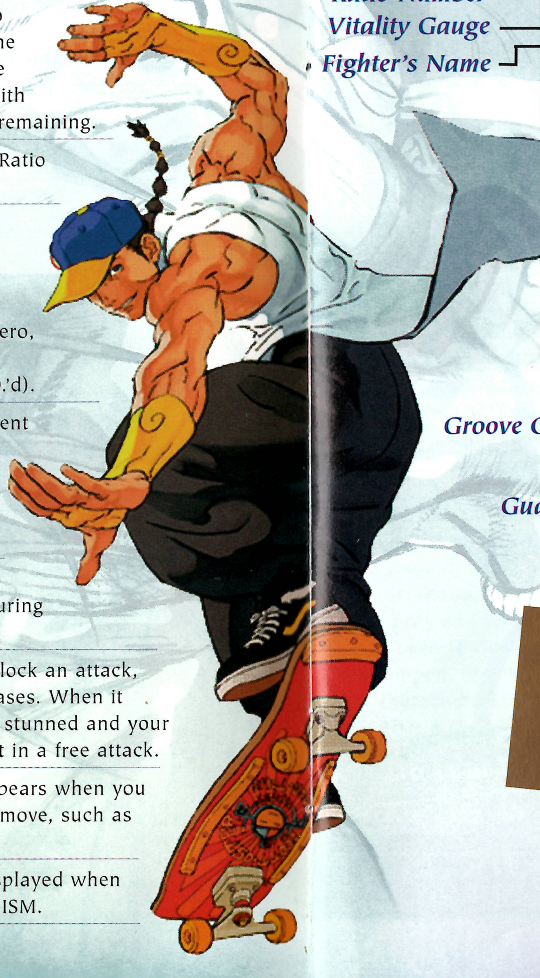
This scoring system is used when you play against the CPU. Your attacks and defense are graded in real time, and you're graded at the end of the match. Grades are SP (Super), GD (Good) and PR (Poor). These points affect your game score.

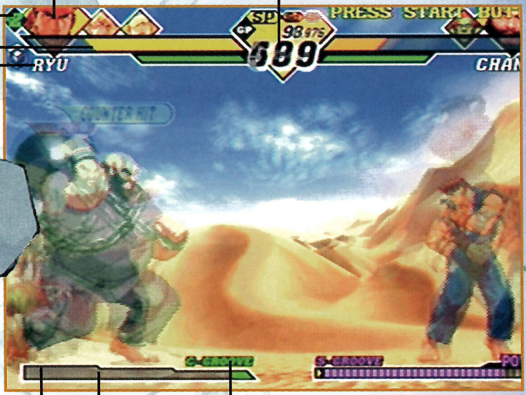
FINEST K.O.

If you defeat an opponent with a Special Move or Super Combo, you may score a FINEST K.O., which greatly increases your Groove Points.

GAME SCREEN

CHARACTER/TEAM	Portrait of your fighter or team. In team portraits, the largest one displayed is the current fighter.
TIMER	Remaining time. If the time reaches zero without a K.O., the match goes to the fighter or team with the most vitality remaining.
RATIO NUMBER	Current fighter's Ratio Number.
VITALITY GAUGE	The color bar decreases as the fighter takes damage. If the vitality reaches zero, the character is knocked out (K.O.'d).
FIGHTER'S NAME	Name of the current fighter.
GROOVE GAUGE	This gauge depends on the Groove chosen.
GROOVE POINT GAUGE	This gauge is displayed only during a 1 player game.
GUARD CRASH GAUGE	Every time you block an attack, this gauge decreases. When it empties, you are stunned and your opponent can get in a free attack.
BONUS MESSAGE	(Not shown.) Appears when you perform a super move, such as an Aerial Rave.
GC-ISM MARK	(Not shown.) Displayed when you're using GC-ISM.




Character/Team
Timer
Ratio Number
Vitality Gauge
Fighter's Name
SP
PRESS START BUT
98
89
RYU
CHA
COUNTER HIT
S-GROOVE
S-GROOVE
PO
Groove Gauge
Groove Point Gauge
Guard Crash Gauge

FIGHT ON MANY LEVELS!

You will never become great by just fighting against the computer. Play tons of matches with your friends to become a true master!

GAME RULES

MATCH PLAY

You fight one-on-one until all the fighters on one team completely run out of vitality. When each round begins, you are recharged a set amount of energy based on time remaining.

WINNING AND LOSING

Whenever you damage an opponent, his or her vitality drops somewhat. If you are damaged, your vitality drops. When vitality reaches zero, the fighter is K.O.'ed. If time runs out before a fighter is defeated, then the winner is the fighter with more vitality remaining. You win by completely defeating the opposing team.

DRAW MATCH

If both sides have equal vitality when time is called, a draw game occurs. If this happens on the last round, both sides lose.

KNOW YOUR CHARACTER!

You cannot fight well unless you understand what actions your character can do. Try to remember your character's Special Move commands, normal move effects, Combos, etc. Practice Combos repeatedly so you can use them quickly in the real match!

MOVES

- **NORMAL MOVES**
  Press the L or R BUTTON (GC-ISM) or a PUNCH or KICK button (AC-ISM). The moves vary depending on the character's stance when you press the button.

- **SPECIAL MOVES**
  Press the CONTROL STICK in various directions (GC-ISM) or press the CONTROL STICK/CONTROL PAD + PUNCH/KICK buttons in various combinations (AC-ISM). These moves do more damage than normal attacks, and may look different depending on the character's stance when performed.

- **HIGH JUMP**
  Press ⬆ (GC-ISM) or ⬇⬆ quickly (AC-ISM) to jump higher than a normal jump.

- **GUARD**
  In GC-ISM, Guard is automatically activated, except when you are attacking or have been Guard Crashed. In AC-ISM, when not attacking, press the CONTROL STICK/CONTROL PAD in the direction opposite to your attacker for both upper guards (⬅ or ➡) and defensive crouches (⬋ or ⬊).

- **GUARD CRASH**
  Each time your character blocks, the Guard Crash Gauge drains a bit. If your character keeps blocking the opponent's attacks, eventually the gauge will empty and your character's block will be temporarily broken (a Guard Crash). When this is about to happen, the blocking effect turns red and the character's Vitality Gauge frame starts to blink. After a Guard Crash, your character will be unable to block for a while until the gauge recovers.

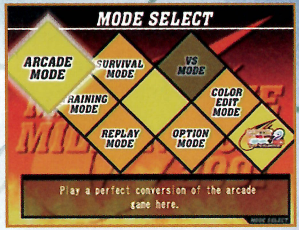
- **DASH/RUN**
  Press ➡➡ or ⬅⬅ to move fast! There are two types of quick movement: DASH and RUN. Whether you can use DASH or RUN depends on your groove. Some grooves don't have either move.

- **THROW/GRAB**
  When near an opponent, press ➡ or ⬅ + HP or HK to throw the opponent. Depending on your character, you may do a grab move instead that damages the opponent.
- **THROW/GRAB ESCAPE**
  The moment an opponent tries to throw or grab your character, press ➡ or ⬅ + HP or HK to escape.
- **EVADE**
  Press the B BUTTON (GC-ISM) or LP + LK simultaneously (AC-ISM) for a quick dodge. Your character will perform either a sidestep or parry, depending on the groove. Some grooves don't allow this move.
- **RECOVERY**
  If the opponent's attacks cause your character to become dizzy, press the CONTROL STICK/CONTROL PAD and any PUNCH and KICK buttons rapidly to recover quickly.
- **TAUNT**
  Press the Z BUTTON to mock your opponent.

KNOW YOUR OPPONENT!

If you know what kind of actions your opponent does, you will know how to react to them. Try out characters you don't normally use to learn what they can do. This helps you fight more effectively when you fight against them!

GAME MODES



Play a perfect conversion of the arcade game here.

Press START/PAUSE in the Title screen to display the Mode Select menu. Choose a game mode with the CONTROL STICK/CONTROL PAD and confirm by pressing the A BUTTON.

ARCADE MODE

One- or two-player mode. Fight against CPU opponents in RATIO MATCH, 3-ON-3 MATCH and SINGLE MATCH (1-on-1).

SURVIVAL MODE

One-player mode. Play one fighter with limited vitality and attempt to defeat all opponents.

VS MODE

Two-player competition mode (you must have two controllers connected). Before each match you can adjust handicaps and select a stage. Choose from RATIO MATCH, 3-ON-3 MATCH and SINGLE MATCH. You can also save your replay data.

TRAINING MODE

Practice Special Moves and Combos. Choose a character and sparring partner. During training, press START/PAUSE to display the Training menu, where you can adjust the following:

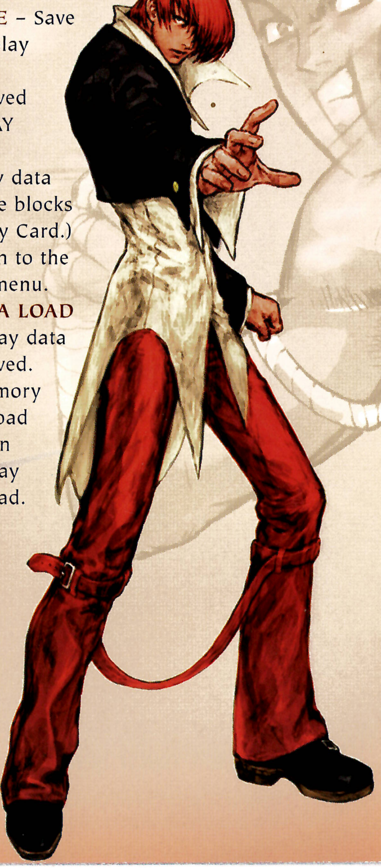
- **CONTINUE** – Resume the training session.
- **RESTART** – Start a new training session.
- **DUMMY SETTING** – Adjust settings for your sparring partner.
- **PLAYER SETTING** – Adjust settings for your character.
- **TRAINING OPTION** – Adjust training settings.
- **COMMAND LIST** – See your character's Special Moves commands.

- **CONTROLLER SETTINGS** – Adjust controller settings.
- **CHARACTER CHANGE** – Return to the Character Select screen.
- **EXIT** – Return to the Mode Select menu.

REPLAY MODE

Record your match replay data in VS mode. **This mode requires a Nintendo GameCube™ Memory Card.** After each match, a menu of options is displayed:

- **CONTINUE** – Fight another match.
- **REPLAY SAVE** – Save the match replay data. You can review the saved data in REPLAY DATA LOAD. (Saving replay data requires 9 free blocks in the Memory Card.)
- **EXIT** – Return to the Mode Select menu.
- **REPLAY DATA LOAD** – Review replay data previously saved. Choose a Memory Card slot to load from, and then choose a replay data file to load.



COLOR EDIT MODE

Modify the characters' colors. **This mode requires a Nintendo GameCube™ Memory Card.** After you select a character, the Color Edit screen appears. Each character has 15 color palettes. Use the CONTROL STICK/CONTROL PAD to adjust three color bars — RED, GREEN and BLUE — to change colors in each palette.

You can save one color change for each character. To select your newly-colored character, press START/PAUSE in the Character Select screen when confirming your character choice.

PALETTE CONTROLS

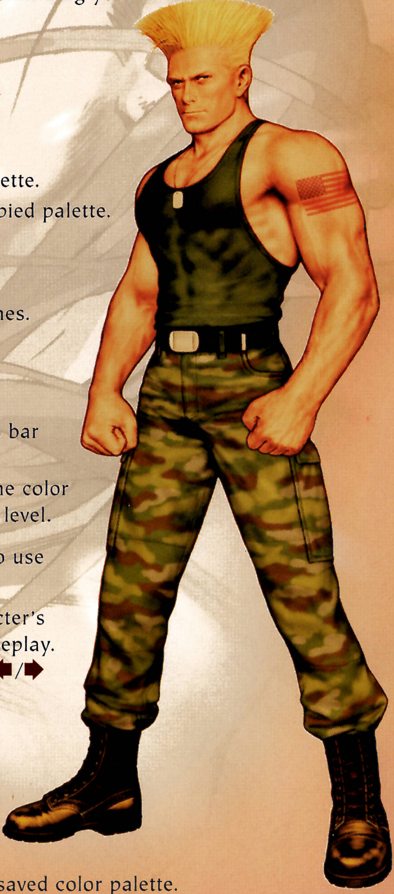
⬅/➡ - Choose a palette.
A BUTTON – Confirm.
B BUTTON – Cancel.
Y BUTTON – Copy a palette.
X BUTTON – Paste a copied palette.

RGB BAR CONTROLS

⬅/➡ - Choose a bar.
⬆/⬇ - Change color tones.
A BUTTON – Confirm.
B BUTTON – Cancel.
Y BUTTON – Decrease the color tone of the RGB bar by 1 level.
X BUTTON – Increase the color tone of the RGB bar by 1 level.

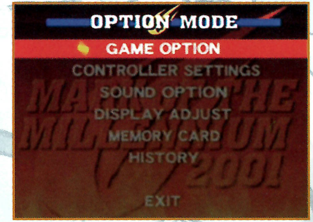
In Color Edit mode you can also use the following options:

- **NAME** – Change the character's name displayed during gameplay.
- **DEFAULT COLOR** – Press ⬅/➡ to choose the character's basic color.
- **CHARACTER CHANGE** – Return to the Character Select screen.
- **SAVE** – Save your edited color palette.
- **LOAD** – Load a previously saved color palette.
- **EXIT** – Return to the Mode Select menu.



OPTION MODE

Adjust various game options. Select an option by pressing the CONTROL STICK/CONTROL PAD ↑/↓, and change the setting by pressing ←/→. Press the A BUTTON to display a submenu.

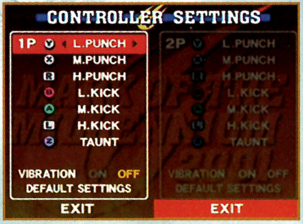

OPTION MODE
GAME OPTION
CONTROLLER SETTINGS
SOUND OPTION
DISPLAY ADJUST
MEMORY CARD
HISTORY
EXIT

GAME OPTION

- **DIFFICULTY** – Adjust the difficulty level for a one-player game.
- **TIME LIMIT** – Adjust the match time.
- **DAMAGE LEVEL** – Adjust the damage level of attacks.
- **GAME SPEED** – Adjust the game speed.
- **ROUNDS (1P SINGLE)** – Adjust the number of rounds in SINGLE MATCH ARCADE mode.
- **ROUNDS (2P SINGLE)** – Adjust the number of rounds in SINGLE MATCH VS mode.
- **QUICK SELECT** – Use a simplified Character Select screen.
- **QUICK CONTINUE** – Skip the Character Select screen when you continue. You will control the same character as in the previous match.
- **PLAYER 1/2 (VS)** – Select HUMAN or CPU to control the Player 1 and Player 2 characters in VS mode.
- **DEFAULT SETTINGS** – Reset all option settings to default status.
- **EXIT** – Return to the Mode Select menu.

CONTROLLER SETTINGS

- **CONTROLLER SETTINGS** – Reset the button assignments. (Not available in GC-ISM.)
- **RUMBLE** – Turn controller rumble ON/OFF.
- **DEFAULT SETTINGS** – Return controller settings to default status.

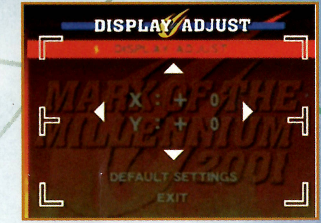

CONTROLLER SETTINGS
1P
L.PUNCH
M.PUNCH
H.PUNCH
L.KICK
M.KICK
H.KICK
TAUNT
VIBRATION ON OFF
DEFAULT SETTINGS
EXIT
2P
L.PUNCH
M.PUNCH
H.PUNCH
L.KICK
M.KICK
H.KICK
TAUNT
VIBRATION ON OFF
DEFAULT SETTINGS
EXIT

SOUND OPTION

- Adjust sound settings and sample game sounds.

DISPLAY ADJUST

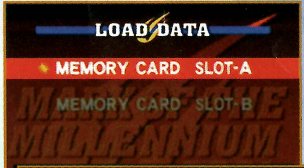
- **DISPLAY ADJUST**– Adjust the screen display range.
- **DEFAULT SETTINGS** – Reset the screen display settings to default status.

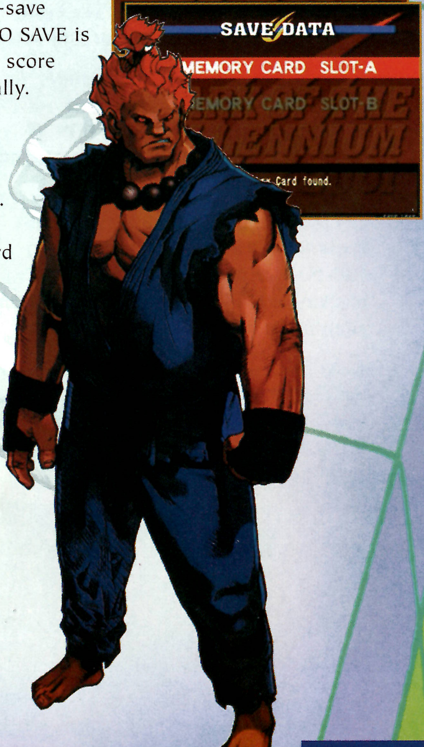

DISPLAY ADJUST
DISPLAY ADJUST
X : + 0
Y : + 0
DEFAULT SETTINGS
EXIT

MEMORY CARD

- **LOAD** – Load saved game data from a Memory Card.
- **SAVE** – Save your game data to a Memory Card. Saved data includes option settings, color palettes made in Color Edit mode and score rankings.
- **AUTO SAVE** – Turn the auto-save function ON/OFF. When AUTO SAVE is ON, your option settings and score ranking are saved automatically.

  Note:
  - Saving game data requires an optional Memory Card with 2 free memory blocks.
  - Do not turn off the power or remove the Memory Card while saving or loading game data. Doing so may destroy the data on the Memory Card.
  - During auto save or auto boot at start up, the game will first attempt to read from Memory Card Slot A.


LOAD DATA
MEMORY CARD SLOT-A
MEMORY CARD SLOT-B


SAVE DATA
MEMORY CARD SLOT-A
MEMORY CARD SLOT-B
Card found.

HISTORY

- See the score ranking for each game mode.

EXIT

- Return to the Mode Select menu.

GROOVES

C-GROOVE

SUPER COMBO LEVEL GAUGE SYSTEM

Your character's gauge will build up as you attack. You can charge the gauge up to level 3. Depending on the gauge level, you can perform three levels of Super Combos:

- Level 1 – Super Combo command + LP or LK
- Level 2 – Super Combo command + MP or MK
- Level 3 – Super Combo command + HP or HK

C-GROOVE ACTIONS

- *DASH*
  Press and hold down ◀◀ or ▶▶.
- *TACTICAL RECOVERY*
  When your character is down, press the Y BUTTON (GC-ISM) or LP + MP + HP (AC-ISM) to delay your character's getting up.
- *SIDESTEP*
  Press the B BUTTON (GC-ISM) or LP + LK (AC-ISM) to quickly move around behind your opponent.
- *COUNTERATTACK*
  Press the A BUTTON during Guard (GC-ISM) or press MP + MK while blocking (AC-ISM). You will switch from guarding to attacking instantly.
- *AIR BLOCK*
  In GC-ISM, Air Block occurs automatically. In AC-ISM, while in the air, press the CONTROL STICK/CONTROL PAD away from the opponent.

KNOW THE GROOVES!

The six Grooves have very different characteristics. Even the same character has very different strategies depending on the Groove. Try out each Groove to find the one that suits you best!

S-GROOVE

GROOVE GAUGE SYSTEM

You can charge the gauge by holding down the HP + HK buttons. When the Groove Gauge is full, your character's attack becomes more powerful for a while and you can use a Super Special Move.

When your character's Vitality Gauge is low and blinking, you can use unlimited Super Special Moves. Also, when your character's Vitality Gauge is blinking and the Groove Gauge is full, you can use a MAX Super Special Move that can totally turn the tables on the opponent.

S-GROOVE ACTIONS

- *DASH*
  Press and hold down ◀◀ or ▶▶.
- *TACTICAL RECOVERY*
  When your character is down, press the Y BUTTON (GC-ISM) or LP + MP + HP (AC-ISM) to delay your character's getting up.
- *DODGE*
  Press the B BUTTON (GC-ISM) or LP + LK (AC-ISM) to quickly dodge an opponent's attack.
- *COUNTERATTACK*
  Press the A BUTTON during Guard (GC-ISM) or press MP + MK while blocking (AC-ISM). You will switch from guarding to attacking instantly.
- *SMALL JUMP*
  Slightly tilt the CONTROL STICK/CONTROL PAD ▲. This jump is shorter than a normal jump.

A-GROOVE

CUSTOM COMBO GAUGE SYSTEM

The gauge will build up as you attack. You can perform a level 1 Super Combo by using 50% of the gauge. When the gauge is full, you can perform a Custom Combo by pressing the X BUTTON (GC-ISM) or the HP + HK (AC-ISM). With the Custom Combo you can rapidly perform various combos you've created.

A-GROOVE ACTIONS

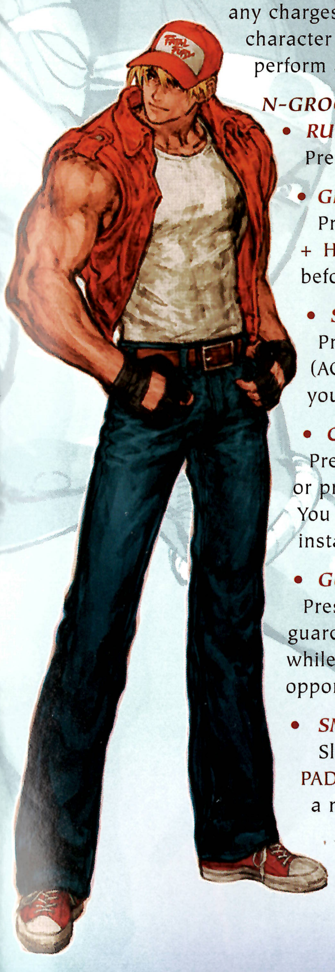
- **DASH**
  Press and hold down ⬅⬅ or ➡➡.
- **GROUND ATTACK DODGE**
  Press the Y BUTTON (GC-ISM) or LP + MP + HP (AC-ISM) to dodge a ground attack before it hits you.
- **SIDESTEP**
  Press the B BUTTON (GC-ISM) or LP + LK (AC-ISM) to quickly move around behind your opponent.
- **COUNTERATTACK**
  Press the A BUTTON during Guard (GC-ISM) or press MP + MK while blocking (AC-ISM). You will switch from guarding to attacking instantly.

N-GROOVE

ADVANCED POWER GAUGE SYSTEM

The gauge will build up as you attack. When the gauge is full, you gain one charge of Super Special Move. You can accumulate up to three charges of Super Special Move.

Also, you can perform Power MAX by pressing the X BUTTON (GC-ISM) or HP + HK simultaneously (AC-ISM). When your character is in the Power MAX condition, your attack becomes more powerful. If you have any charges of Super Special Moves when your character is in the Power MAX condition, you can perform a MAX Super Special Move.



N-GROOVE ACTIONS

- **RUN**
  Press and hold down ⬅⬅ or ➡➡.
- **GROUND ATTACK DODGE**
  Press the Y BUTTON (GC-ISM) or LP + MP + HP (AC-ISM) to dodge a ground attack before it hits you.
- **SIDESTEP**
  Press the B BUTTON (GC-ISM) or LP + LK (AC-ISM) to quickly move around behind your opponent.
- **COUNTERATTACK**
  Press the A BUTTON during Guard (GC-ISM) or press MP + MK while blocking (AC-ISM). You will switch from guarding to attacking instantly.
- **GUARD CANCEL**
  Press ⬅ or ➡ + the A BUTTON while guarding (GC-ISM) or press ⬅ or ➡ + LP + LK while blocking (AC-ISM) to cancel your opponent's guard and move behind the enemy.
- **SMALL JUMP**
  Slightly tilt the CONTROL STICK/CONTROL PAD ⬆. This jump is shorter than a normal jump.

P-GROOVE

SUPER COMBO GAUGE SYSTEM

The gauge will build up as you attack or perform a Parry. When the gauge is full, you can perform a level 3 Super Combo.

PARRY

The moment you get hit by an opponent, press the CONTROL STICK/CONTROL PAD toward the opponent if it is an upper attack, or press ⬇ if it is a lower attack. If you perform a Parry successfully, you can usually get in a free hit, making the battle much, much easier. You can also perform a Parry in the air. Press toward the opponent just before the attack hits you and you will block it. After your Parry, the enemy will be open to an attack.

P-GROOVE ACTIONS

- *DASH*
  Press and hold down ⬅⬅ or ➡➡.
- *GROUND ATTACK DODGE*
  Press the Y BUTTON (GC-ISM) or LP + MP + HP (AC-ISM) to dodge a ground attack before it hits you.
- *SMALL JUMP*
  Slightly tilt the CONTROL STICK/CONTROL PAD ⬆. This jump is shorter than a normal jump.

K-GROOVE

RAGE GAUGE SYSTEM

The gauge will build up as you get attacked or perform Just Defense (see below). When the gauge is full, your character will be in Rage MAX condition for a while. During Rage MAX, your character's attacks become more powerful and you can perform a MAX Super Special Move.

JUST DEFENSE

Just Defense is a technique for blocking an opponent's attack. To perform it, wait to block until just before the attack touches your fighter. If you perform Just Defense successfully, your character will not be hit back, or take Guard or Guard Crash damage. Also, your character can move earlier.

K-GROOVE ACTIONS

- *RUN*
  Press and hold down ⬅⬅ or ➡➡.
- *TACTICAL RECOVERY*
  When your character is down, press the Y BUTTON (GC-ISM) or LP + MP + HP (AC-ISM) to delay your character's getting up.
- *SMALL JUMP*
  Slightly tilt the CONTROL STICK/CONTROL PAD ⬆. This jump is shorter than a normal jump

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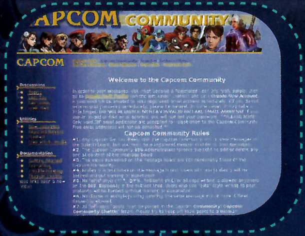

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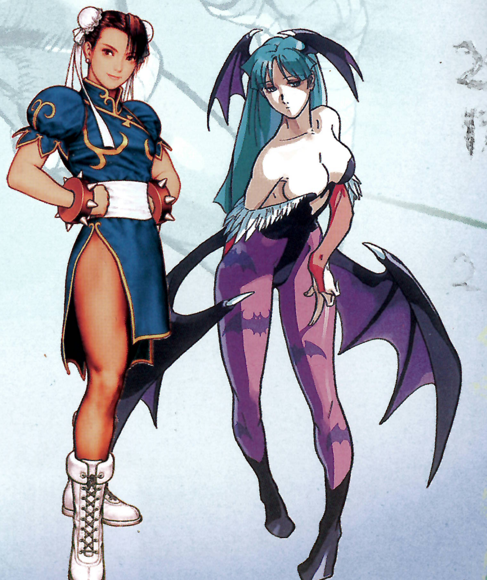

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